

Title: Balart's Lecture II

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The Law of Infinite Data
states that we will
never run out of things
to learn. It is also a
stimulus for
garden-variety caution
since you can never tell
when something new
and/or threatening will
pop up. Our Key
phrase is "There is always
something new"

The Law of Finite
Senses throws extra light
on that subject. Your
eyes, for example, are
limited to only one form
of sensory scanning: of a
very small portion of the
electromagnetic spectrum,
visible light. Your
other senses are similarly
limited. Both in range
and type of data
perceivable. Nor do we
have any proof that the
data we CAN see is all
the data there IS. The
Key phrase is "We can't
see everything"

The Law of Infinite
Universes states that
there are an infinite
number... ...of ways to
view the universe, and so,
an infinite NUMBER of
universes. This Law is a
necessary result of the
infinite amount of data.

And if data is infinite,
then the patterns and
metapatterns available
from manipulating this
data are also infinite in
number. There is
another point to consider
in this Law: Every being
that perceives is unique.

You are made up of billions of atoms and molecules in a unique energy pattern. If even ONE of those atoms changes, so do you. In fact, while listening to this sentence, you just did. Several million atoms were exhaled and inhaled. Brain cells have died, others have stored the sensations coming at you even these very words are changing you.

chuckles Only the saving conservatism of your metapattern allows you to retain your identity. Remember your universe depends on your sensations and the way you classify them. The former is a matter of your physical equipment. The latter, of your cognative organization. Change either one and you move to a different universe! The Key Phrase is "Infinite Universes exsist" I will also note that the *least* efficient way to change your sensations and mind at the same time is by the use of drugs. A magician can not afford to be addicted to ANYTHING except possible fresh air, and healthy food. The Law of Pragmatism is very simple: "If it works, it's true." If you put this together with the Law of Infinite Universes we come to a very interesting result: Truth can be defined as a function of Belief! So if my belief in a "real" Thor helps me start a thunderstorm then it is "true" that Thor exists. This brings us to a very important sublaw: The Law

of True Falsehoods.

This refers to data which contradict one's usual metapattern but nonetheless WORK. Now your metapattern is considered to be "true" since you survived and therefore it has worked.

So, thence, we can have two contradictory truths.

In any other system this would lead to anxiety, even insanity. In Magic, however, we have the Law of Synthesis so two truths can be held without strain until a final decision is made. You might decide there is no true contradiction or you might synthesize a new truth. Until you do, however, we have what we can call True Falsehoods. The Key phrase here can probably be "If it is a paradox, it is probably true" One unexpected benefit of this last law is that someone who believes that he can break or ignore some or all of the laws of magic, probably can! This is because his universe doesn't contain the possibility that his spells might backfire if he doesn't follow the Laws.

Therefore they won't! However, such depth of belief is nearly impossible to instal artificially. If you were such a person, you are not now. This is because I have just installed a bit of doubt in your universe.

smirks

The final [I promise] Law that we shall look at is the Law of Personification There are also two sublaws of Invocation and

Evocation. The main law states that any phenomenon may be considered alive and therefore to be an entity. It is a well known fact of human nature that we tend to personify objects. If you stub your toe on a door, you will curse it as if it were alive. Our key phrase for this law is "Anything can be a person"

The Laws of Invocation and Evocation say that you can conjure up from respectively, the inside of and outside of your metapattern, real objects. These entities are only personifications of patterns, of course but so is every entity, including your friends. Often it's more convenient to assume the objective existence of an "Angel" which has given us new knowledge than to allege that our invocation has awakened a supernormal power in ourselves. It is also usually more *comfortable* to personify since the paranormal in ourselves is often terrifying. These two laws may or may not be the same depending on whether or not you believe in an objective universe outside your own mind. The Key phrase we will use for these laws is "Beings within, beings without"

That concludes my survey of the Laws of Magic. I hope this lecture has been illuminating.

Lord Balart